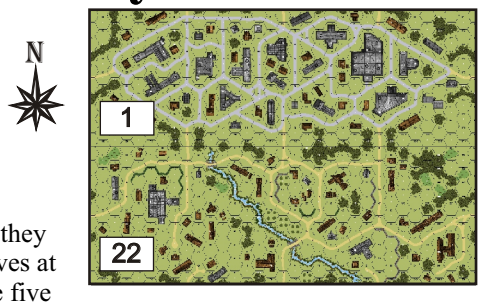
A Sad Victory

GS4

Battlefield:



VICTORY CONDITIONS:
The Germans win if they achieve ≥ 4 Objectives at Game end. There are five Objectives : 1. Control Building 1 P3; 2. Control Building 1 P7; 3. Control Building 22 P1; 4.Control hex 22 Q3; 5 Control hex 22 R7. Each building or Victory hex must be in German control at game end to count as "Achieved".

Scenario Rules:

1. EC are moderate with no wind at start. The Stream is dry. Kindling is NA. Crews cannot voluntary abandon their AFVs. The inherent HS of the SPW 251/sMG is a 248.

2. To determine sides each Player secretly *bids the Turn number* in which the Russian Reinforcements should enter the playing area. The number must be >0 and ≤ 6. The lower bidder takes the German side. A dr will decide sides in case of a tie. To simulate the lack of communication and coordination between the Polish Home Army and the Russians, just before the off board setup roll a dr to determine the entry edge of the reinforcements: 1 from North; 2 from South; 3,4 from West; 5,6 from East.

3. Home Army can use MOL (A22.6), Stealth Advantage, Sewer Movement (B8.4), Russian SW (and captured-weapons penalties do not apply to such use) but cannot form multi-location FG or deploy.

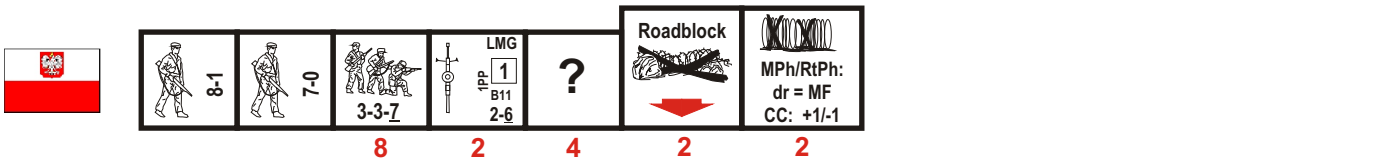
4. The Wires an the Roadblocks must be set up at ≤ 6 hexes from 22 P1. Treat all Orchards as Shellholes. Place a Stone Rubble counter in: 1 M9; 1 U8;1 Y8; 22 H4; 22 I4; 22 W8 and a wreck in:1 Q10 and 22R9. Falling Rubble is NA.

VILNIUS' EASTERN SUBURBS, July 13 1944: At the beginning of the Summer the Commander of the Home Army District in Vilnius, then known as Wilno, General Aleksander Krzyżanowski "Wilk", decided to regroup all the partisan units in the northeastern part of Poland for the assault, both from inside the city and from the outside. Approximately 12,500 Home Army soldiers attacked the German garrison and managed to seize most of the city center. Heavy street fighting in the outskirts lasted a week, until July 14. In Vilnius' eastern suburbs, the Home Army units cooperated with reconnaissance groups of the Soviet 3rd Belorussian Front. The German garrison, under the command of Major-General Rainer Stahel, attempted a local counterattack using the last mechanized units at disposal to break the encirclement before the Soviet arrival and create a safe path for the immediate withdrawal of the few half-distrupted units remaining in Wilno.

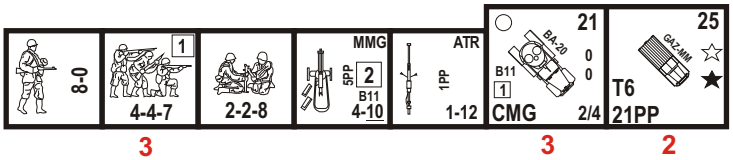
POLISH HOME ARMY Set Up First
GERMANS Move First

1	2★	3	4	5	6

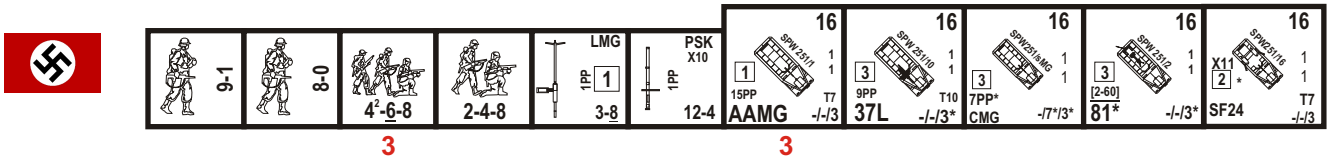
Elements of Armia Krajowa (Polish Home Army); [ELR 5] setup anywhere on boards 1 and 22 (See SSR 3). **{SAN 3}**



Reconnaissance Elements of the 5th Army of the 3rd Belorussian Front; [ELR 3] Enter from any *one* edge with all personnel as passengers via SSR 2.



Elements of the Garrison of Vilnius; Panzer Grenadier Regiment 399 of the 170th Infantry Division: [ELR 3] Enter on/after Turn 1 along any edge. Some, all, or none can enter each turn and from ≥1 edge at time. **{SAN 2}**



AFTERMATH: The attempt failed and the garrison was forced to stay. But for most of the "victorious" Polish soldiers that was their last action. The advancing Red Army entered the almost secured city on July 15. On July 16, the HQ of the 3rd Belorussian Front invited Polish HQ officers to a meeting and arrested them. In the following days almost 5,000 officers, NCOs and Polish soldiers, were sent to a provisional internment camp in Medininkai, a Vilnius suburb. Some of them were given the option of joining the 1st Polish Army which was integrated into the Soviet armed forces, while the majority were sent to the USSR. There are some controversies in determining the result of the battle. From the Polish point of view, while the German defeat constitutes a Polish tactical victory, the ensuing destruction of the Polish units by the Soviets resulted in a strategic defeat.

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